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Title: Vampires

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Few creatures of the  
night have captured  
our imagination like  
vampires.

What explains our  
enduring fascination  
with vampires?

What is it about the  
vampire myth that  
explains our  
interests?

Is it the overtones of  
sexual

lust...power...control?

Or is it a fascination  
with the immortality  
of the undead?

And what dark and  
hidden parts in our  
psyche are aroused and  
captivated by the  
legends of the undead?

The mystery of the  
undead will continue  
to fascinate the  
living.

-Godsmack

-Vampires-

Humans destroy that  
which they do not  
understand. Tis their  
nature. Fear of the  
unknown have destroyed  
many a bloodline in our  
vampiric history.

Vampires are created  
when a mortal, a chosen  
mortal, is drained of  
their life's blood until  
dead. The creator or  
Sire, then makes a cut  
on their body, usually the  
wrist.

Then as the wound bleeds  
it is put to the dead  
mortal's lips. The blood,

once it touches the lips,  
awakens the "hunger". The  
hunger is known to  
vampires as the "beast  
within" and is very hard  
to control at times. It is  
not uncommon to lose  
control at the scent of  
spilled blood. This frenzied  
time is deadly. akin to a  
berzerker rage. The older  
the vampire the more  
experience they have in  
controlling the beast  
within. The mortal has  
now been "brought across"  
into the eternal night.  
The young vampire is  
usually permitted to feed  
a bit to sate the hunger.  
But never too much to  
weaken the Sire. The Sire  
watches the new vampire  
as the mortal body  
undergoes the full change.  
It is not without it's  
pain. The mortal body dies  
as the immortal one  
takes over, enhancing the  
traits making them  
beautiful and deadly.  
Any vampire created by  
the Sire cannot harm the  
Sire.

Also another means to  
secure their line is a  
process called "the Bond".  
To bond either a vampire  
or a mortal, the subject  
will feed thrice from the  
vampire. The first two  
feedings are painless and  
apparently harmless.  
Usually passed off as a  
priveldge or gift.  
The third feeding is when  
the fun begins. Once this  
feeding is done it takes  
a few moments to start  
the process. A slow  
burning pain from within  
grows in the body of  
vampire or mortal as the  
blood bonds with the  
vampires'. The pain  
increases as the blood  
bonds throughout the  
subject's body slowly,

then it fades away. Once the pain subsides the bond is complete and cannot be broken by any means unless the Sire wills it. But then the subject must be slain by the Sire and resurrected.

Vampires CAN feed from other vampires. The Sire can feed from anyone he created and/or bonded with no ill effect. Those of the same bloodline can also feed from each other with no fear of the bond. But if they fed from one NOT of their Sire's bloodline, they run great risk of not only their Sire's wrath, but being blood bound to the one they fed from. Feeding from an outsider of the line, or taking a mortal as their own without permission will normally result in SEVERE punishment by the Sire. Mortal slavery is the method of punishment preferred as it humiliates the subject in many ways.

Arrows and spears immobilize a vampire if plunged through the heart. This is no easy task since a vampire will instinctively protect their heart. They do NOT KILL the vampire. They immobilize. The vampire is fully aware of their surroundings, though unable to move.

Vampires regenerate at an alarming rate compared

to the living.

Normal weapons will pass through a vampire while the enhanced, runic or undead slayers will do serious damage.

Sunlight will damage young vampires. The older the generation of vampire, the less the sunlight harms them, eventually only becoming an annoyance.

Also, they have the ability to take on a mist, cloud or vapor-like form which makes capturing them extremely difficult.

Vampires can walk amongst the mortals and blend in without being known, unless they wish to be.

Crosses do not phase vampires.  
Vampires can read the thoughts and emotions of mortals near them.

Hallowed ground however...  
a vampire cannot step onto without taking damage.  
A vampire must also be invited inside a private establishment, while they walk freely amongst mortals in the public ones.

Vampires can use their ability to charm by looking or by talking. Even an elf cannot resist the charm of a vampire forever. Eventually their resistance will fail and they will succumb.  
Charming mortals is a

nice way to run a city  
"peacefully" for some.

If a mortal ever tastes  
a vampire's blood while  
they are alive.....then they  
are considered to be a  
Slave. A mortal slave has  
no power against their  
master and is at their  
master's mercy. It is the  
most common means of  
keeping a good food  
supply for a family unit  
or clan of vampires. And  
also a good way to keep  
track of certain prey  
unsuspecting the bond, and  
potential vampires-to-be.  
Normally two or three  
slaves are kept to feed  
them. Switching from one  
to another to let their  
blood regenerate. A slave  
can only be freed if the  
master wills it. Vampire's  
can feed without killing.  
Although most enjoy  
killing outright. Also they  
can survive off the  
lesser creatures (Animals}  
if needed. Though not as  
nourishing as a mortal.

A vampire cannot be  
created by simply biting a  
mortal.

Vampires can speak  
mentally via telepathy  
with others both mortal  
and undead.  
The only true means of  
destroying a vampire is  
to immobilize and remove  
the head of the Sire  
itself. All under the Sire  
will be saved and  
returned to the living.

The bite of a vampire is  
said by many to be very  
erotic and sensual.

Better than sex to some,  
addicting to others. The  
pleasure and pain mixing  
as the emotions are  
heightened in the  
experience. The exact  
opposite can be done too,  
causing extreme pain,  
agony and torment.  
Depending on the  
vampire's mood and the  
willingness of their prey.